

Hua Yang

Highly motivated software engineer who is hungry and eager to improve in whatever way possible

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EXPERIENCE

General Assembly - Software immersive

January 2020 - PRESENT

Successfully completed intensive 500+ hour program over 12 weeks diving into a large variety of languages relevant to full-stack applications

Fantasy Foragers - (github link)

Planned and developed a text based, real-time, multiplayer role playing game using reactjs as a front end framework, express via the backend server, and socket.io to implement the multiplayer. Fantasy Foragers lends the user the ability to create their own characters and skills, or use other users' characters and skills in order to fight with another character of their choosing.

inStock Co. - (github link)

Developed an inventory management application that is clean and concise within a small team of four people using mongoDB/mongoose for the backend and javascript for the frontend via scrum/agile method.

Literature collection - (github link)

Created application that allows users to keep track of any and all literature that they have read through the use of a custom api developed through ruby on rails

TicTacToe - (github link)

Created and deployed a front end application which showcased the classic game of tic tac toe through the use of a custom game engine based off of a mathematical algorithm while constantly updating the game through communication with a pre-built api

Chef -various

2017-2019

Oversaw food preparation and production to ensure food safety procedures were adhered to as well as managed employee schedules in order to retain work productivity.

SKILLS

 Javascript

 Ruby

 Ruby on Rails

 React.js

 CSS3

 SQL

 HTML5

 jQuery

 Bootstrap

 Sass

 Express.js

 Node.js

 PostgreSQL

 MongoDB

 Mongoose

 RESTful API

 Git

 JSON

LANGUAGES



English



Cantonese

